

Amendments to the Claims:

This listing of claims replaces all prior versions and listings of claims in the application:

Listing of Claims:

1. (Canceled)

2. (Previously Presented) A computer implemented method of creating a user profile for interacting on a computer network, the method comprising:

displaying several gradations of interest, the gradations of interest including a level representing relatively little interest, a level representing relatively intermediate interest, and a level representing relatively great interest;

enabling a first user to identify profile information with respect to each of one or more items, the profile information including a level of interest that is selected from among the several displayed gradations of interest; and

enabling the first user to make the profile information accessible to a first remote computer system, a central computer system, and at least one other remote computer system,

wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer network used for multi-user communications.

3. (Previously Presented) The method of claim 2 wherein the profile information is automatically displayed upon the second user taking an action demonstrating an interest in the first user.

4. (Previously Presented) The method of claim 2 further comprising:

enabling the first user to select a visage;

enabling the first user to save the visage; and

enabling the first user to make the visage accessible to a first remote computer system, a central computer system, and at least one other remote computer system.

5. (Previously Presented) The method of claim 2 further comprising:
enabling the first user to identify personal characteristics;
enabling the first user to save the personal characteristics; and
enabling the first user to make the personal characteristics accessible to a first remote computer system, a central computer system, and at least one other remote computer system.

6. (Previously Presented) The method of claim 5 wherein enabling the first user to identify personal characteristics comprises enabling the first user to identify hobbies.

7. (Previously Presented) A computer implemented method of accessing a user profile for interacting on a computer network comprising the following:
enabling a first user to access profile information of a second user with respect to each of one or more items, the profile information including a level of interest, the level of interest being chosen from among gradations of interest including a level representing relatively little interest, a level representing relatively intermediate interest, and a level representing relatively great interest; and
enabling the first user to initiate a communication with the second user based on the profile information,
wherein the first user accesses the profile information using a first remote computer system that communicates with a computer network for multi-user communications that includes a central computer system and at least one other remote computer system.

8. (Previously Presented) The method of claim 7 wherein the profile information is automatically rendered upon the second user taking an action demonstrating an interest in the first user.

9. (Previously Presented) The method of claim 7 further comprising enabling the first user to access a visage of the second user.

10. (Previously Presented) The method of claim 7 further comprising enabling the first user to access personal characteristics of the second user.

11. (Previously Presented) The method of claim 10 wherein enabling the first user to access personal characteristics comprises enabling the first user to access personal characteristics of the second user related to hobbies.

12. (Previously Presented) A computer implemented method of creating a player profile for interacting on a computer gaming network, the method comprising:

displaying a relative skill level that represents the skill of a first user for a first identified video game relative to a second identified video game, the first and second identified video games being among a plurality of video games;

enabling the first user to identify profile information with respect to the plurality of video games, the profile information including the relative skill level; and

enabling the first user to make the profile information accessible to a first remote computer system, a central computer system, and at least one other remote computer system,

wherein the first computer system, the central computer system, and at least one other remote computer system are elements of a computer gaming network used for multiplayer gaming.

13. (Previously Presented) The method of claim 12 wherein the relative skill level is described in terms of a normalized scale.

14. (Previously Presented) The method of claim 13 wherein the normalized scale is used in independently displaying the skill levels of the first and second identified video games such that the relative skill level may be determined through concurrent observation of the normalized skill levels associated with the first and second identified video games.

15. (Previously Presented) The method of claim 12 wherein the profile information is automatically rendered upon the first user inviting a second user to play a game.

16. (Previously Presented) The method of claim 12 wherein the profile information is automatically rendered upon the second user taking an action demonstrating an interest in the first user.

17. (Previously Presented) The method of claim 12 wherein enabling the first user to identify profile information includes enabling the first user to identify a skill level with respect to the first and second identified video games.

18. (Previously Presented) The method of claim 17 wherein enabling the first user to identify profile information includes enabling the first user to identify an interest level with respect to the first and second identified video games.

19. (Previously Presented) The method of claim 12 further comprising enabling the first user to select a visage and enabling the first user to save the visage such that the visage is accessible to a first remote computer system, a central computer system, and at least one other remote computer system.

20. (Previously Presented) The method of claim 12 further comprising:
enabling the first user to identify personal characteristics;
enabling the first user to save the personal characteristics; and
enabling the first user to make the personal characteristics accessible to a first remote computer system, a central computer system, and at least one other remote computer system.

21. (Previously Presented) The method of claim 12 wherein the enabling the first user to identify personal characteristics comprises enabling the first user to identify hobbies.

22. (Previously Presented) The method of claim 12 wherein the relative skill level is chosen from among gradations of skill.

23. (Currently Amended) The method of claim 22 wherein the gradations of skill include a level representing relatively little skill interest, a level representing relatively intermediate skill interest, and a level representing relatively great skill interest.

24. (Currently Amended) The method of claim 12 wherein enabling the first user to make the profile information accessible comprises displaying the ~~rendered~~ profile information to the second user upon the first user inviting the second user to play the game.

25. (Previously Presented) The method of claim 12 further comprising:
automatically rendering profile information of the second user, and
displaying the rendered profile information of the second user to the first user upon the first user inviting the second user to play the game,
wherein the profile information of the second user includes a relative skill level of the second user for the first identified video game relative to the second identified video game.

26. (Previously Presented) The method of claim 12 wherein the first identified video game is chess and the second identified video game is checkers.

27. (Previously Presented) A computer implemented method of accessing a player profile for interacting on a computer gaming network, the method comprising:
enabling the first user to access profile information of a second user with respect to a plurality of video games, the profile information including a relative skill level of the second user for a first identified video game relative to a second identified video game, the first and second identified video games being among the plurality of video games; and
enabling the first user to initiate a game with the second user based on the profile information,

wherein the first user accesses the profile information using a first remote computer system that communicates with a computer gaming network for multiplayer gaming that includes a central computer system and at least one other remote computer system.

28. (Previously Presented) The method of claim 27 wherein the relative skill level is described in terms of a normalized scale.

29. (Previously Presented) The method of claim 27 wherein the profile information is automatically rendered upon the first user inviting a second user to play a game.

30. (Previously Presented) The method of claim 27 wherein the profile information is automatically rendered upon the second user taking an action demonstrating an interest in the first user.

31. (Previously Presented) The method of claim 27 wherein enabling the first user to access profile information includes enabling the first user to access an interest level of the second user with respect to one or more of the plurality of video games.

32. (Previously Presented) The method of claim 31 wherein enabling the first user to access profile information includes enabling the first user to access an interest level of the second user with respect to the first identified video game.

33. (Previously Presented) The method of claim 27 further comprising enabling the first user to access a visage of the second user.

34. (Previously Presented) The method of claim 27 further comprising enabling the first user to access personal characteristics of the second user.

35. (Previously Presented) The method of claim 34 wherein enabling the first user to access personal characteristics comprises enabling the first user to access personal characteristics of the second user related to hobbies.

36. (Previously Presented) The method of claim 27 wherein the relative skill level is chosen from among gradations of skill.

37. (Previously Presented) The method of claim 36 wherein the gradations of skill include a level representing relatively little skill, a level representing relatively intermediate skill, and a level representing relatively great skill.

38. (Currently Amended) The method of claim 27 wherein enabling the first user to access profile information of a second user comprises displaying the rendered profile information to the first user upon the first user inviting the second user to play the game.

39. (Previously Presented) The method of claim 27 further comprising:
automatically rendering profile information of the first user, and
displaying the rendered profile information of the first user to the second user upon the first user inviting the second user to play the game,
wherein the profile information includes a relative skill level of the first user for the first identified video game relative to the second identified video game.

40. (New) The method of claim 2 wherein enabling the first user to identify profile information with respect to each of one or more items comprises enabling the first user to identify profile information with respect to each of one or more games.

41. (New) The method of claim 7 wherein enabling the first user to access profile information of the second user with respect to each of one or more items comprises enabling the first user to access profile information of the second user with respect to each of one or more games.